LESSONS Preparing shuttles © Jane Eborall - 2013

Before starting to discuss shuttles – it must be pointed out that a shuttle is not needed to be able to tat. It's only purpose in life is to hold a larger quantity of thread which makes the tatting process a lot easier and faster.

There are basically 3 types of shuttles which are easily found although there are many variations on these styles too. All types come in a variety of materials including wood, plastic and clay.





Post shuttle Bobbin shuttle Flat shuttle

The post shuttle (seen above on the left) is named because it's construction requires a post in the middle to keep the sides apart. It is a simple shuttle based on the original ones seen in pictures. Similar shuttles were used in the craft of knotting. Knotting is not the same as tatting. For knottting the shuttle required the tips to have a gap between them. Tatting shuttles need to have tips which meet but which allow the thread to pass easily through them. Some have a hole through the post but this is not a necessity. A lot of shuttles of this type come with a 'pick' at one end which is useful when needing to join elements in the tatting.

The bobbin shuttle comes without tips. The advantage with this shuttle is that the bobbin can be pushed out through the sides and placed on the blunt end of the shuttle (furthest from the hook) for ease of winding thread on to it. The bobbin is then clicked back into place when full. These shuttles have a hook embedded into the material it's made from to make joining while tatting easier.

The third shuttle is a flat shuttle and again this comes in a variety of styles and materials. Loading the shuttle with thread is simple. There are many variations of shuttles available and the choice is really up to each individual to find the type which suits them best.

Loading the shuttle

The simplest way to load **any** of these shuttles is to make a loop with a slip knot in the end of the thread. The thread is wound onto the shuttle working against the knot.





